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Design Research Agenda/Program

PART 1

A. What are the areas of Design research you position yourself with in?

When it comes to design research, I place myself as a designer related to the crossing boundaries of human centered design research and experimental design research. The methodology that I chose was to analyze the behavior of our everyday activities at a certain space and device a diagram according to the most frequent movements. As a group we would document the behavior through video and photos. Final outcome of my design would be based on the diagram. This practice was done during my undergraduate studies to develop a specific space in an international cooperative system design program. Later on, I applied this methodological approach in a more experimental way by visualizing other aspects of everyday life such as human emotion and used the visual form to develop a spatial design. I also applied other architectural methods in a visual communication design project. However, recently, my biggest interest is to find a method to actualize computational ideas in a physical environment. If I were to choose a lineage of design research that would influence my future design practice, it would be related to the visual studies that are focused on finding an efficient communication medium in diverse dimensions.

B. What are 3 example writing and 3 example projects from the design research area you have identified that specifically inform what you are interested in or that you want to build on?

-Writings

- The New Typography, By Jan Tschichold (1928)
- Herzog & De Meuron, Editor Wilfried Wang Harvard University Graduate School of Design (1982-1990)
- Biomorphic Architecture Menschen-und Tiergestalten in derArchitektur Human and Animal forms in Architecture, By Günther Feuerstein (2002)

-Projects

- Rem Koolhaas Seattle Central Library
- MVRDV
- Christian Möller

C. What unique qualities do these examples specifically provide?

- The examples are related to creating a new system that could be applied in each different eras.
- The works show what types of experience could occur when diverse discipline merge together.
- All of the examples reflect the interdisciplinary aspects in the field of

design.

- The examples consider that information can be delivered in a whole different way.
- They apply a new criteria of defining how aesthetic is perceived in the creative fields.

PART2

A. Identify an area of interest or general topic area.

I have been interested in media architecture for the past years. My goal was to understanding the dialogue between space and communication. Today my understanding is that whether the final out come of a design is in 2 dimensional form or 3 dimensional, the experimentation through form should not be limited to a certain format. I believe that having a new lens that can be developed through collaboration would enable a designer to have the flexibility of understanding the fundamental aspects of visual communications. I am interested in finding new ways that consider space as a communication medium or a 3 dimensional canvas for visualization. My ultimate goal is to allow the users to experience something that is beyond the traditional understanding of aesthetics by using technology and design.

B. Identify at least 5 key words relative to the topic area.

Computational ideas in visual form; Media, Space, Communication, Experience, Sustainability.

C. Find 10 references that have explored this area already and provide insight into the topic

- Three references that look at the topic in a historical context
- Aesthetics and philosophy of art criticism
By Jerome Stolnitz (1960)
- The Design Of Everyday Things
By Donald A. Norman (1990)
- Biomorphic Architecture
Menschen-und Tiergestalten in derArchitektur
Human and Animal forms in Architecture
By Günther Feuerstein (2002)

-Three references that look at the topic from contemporary issues context

- Massive Change By Bruce Mau (1990)
- Design and the Elastic Mind
By Hugh Alersey-Williams, Peter Hall, Ted Sargent
- A Thousand Plateaus: Capitalism and Schizophrenia
by Gilles Deleuze (Author), Felix Guattari (Author), Brian Massumi (Author)

-Four references that explore the topic using Design

- Theo Jansen's Strandbeest project
- Jean Nouvel' s body of works.
- John Maeda's Simplicity.
- Eames office Mathematica

D. What are 5 questions you have about this area?

- How could designers develop a sustainable system in an era of pervasive computing?
- How does advancement of technology play its role in creating aesthetics?
- What are the limitations of design that were done by non designers such as engineers?
- How does the research done by not directly relevant to design influence the field of creativity.
- What kind of perspective should a designer have in order to introduce new and unique way to connect aesthetics and technology.

E. What are 3 things you want to explore in this area?

- My interest is to explore the interactive relationship between physical environment and digital space.

- By dealing with technology and multimedia, I would like to find new ways to communicate in diverse environment related to planetary network system.
- My goal is to adapt myself as a designer in the world of constant fluxes where Science, Art, Philosophy and other diverse discipline merge together.

PART 3

A. Based on what you've outlined in PART 1 write a paragraph that describes your methodology for your research into this area. Remember your methodology is a philosophy for your research into this area. Remember your methodology is a philosophy to guide your method selection and is based on the beliefs and things held as valuable in your area of research.

As a visual communication and spatial design background I have been able to develop a unique perspective in approaching design. I was interested in finding the connection between different disciplines. One of the methods that was influential to my design practice was the computational ideas that generate diverse visual narratives. I was genuinely impressed by how contemporary architecture relates to the visual practice. However, I never pictured myself as an architecture in the future. What captured my eyes during my study was not necessarily the final outcome itself. Rather, the visual process of developing an architectural environment specifically triggered my interest. At this point, I decided to pursue my studies more on the experimental aspects that relate to the connection between visual communication and space. At Graduate Media Design Program, I have access to the world of advanced technology as well as the best environment where creativity thrive. One of the crucial affect from the program is that it allows the students to see the world through a significantly different perspective compared to traditional design method. Especially, the introduction to the world of design research have broadened my perspective more than ever. The methodology that I wish to choose are related to computational ideas that are based on the consideration of an actual physical environment.

B. Identify 3 methods of inquiry you will use to start investigating your topical area (three should be inline with and stem form by your methodology)

Visualizing information is one of the methods. Also, breaking the boundaries of other professional fields by having a much broader perspective is what I am focused on. Lastly, feedback from others and sharing knowledge is what I found extremely important for a designer.

C. Outline and describe the specific structure, subject, content and context of your first study. You should include the methods/ you will use them and in what order you will conduct them and why.

Creating a form that allows physical computing is what I have been introduced lately. The interesting aspects of the design practice is that it is deeply linked with the interactive experience of the user. As opposed to the way in which traditional approach toward design is based on developing form through a criteria set by the designer, the method of physical interactive design practice requires a much broad way of understanding the world around you. My experimentation starts from developing a system that people can relate themselves to fundamentally.